
Seno

Senozza
Software Development Plan

Version 2.0

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| Senozza | Version: 1.0 |
| Software Development Plan | Date: 09/11/2022 |
| <document identifier> | |

Revision History

| Date | Version | Description | Author |
|------------|---------|----------------------------------|-----------|
| 09/11/2022 | 1.0 | First plan document of our group | Seno Team |
| 24/11/2022 | 2.0 | Update the deadline of our plan | Seno Team |
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|---------------------------|------------------|
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Table of Contents

| | |
|---|----------|
| 1. Introduction | 4 |
| 2. Project Overview | 4 |
| 2.1 <i>Project Purpose, Scope, and Objectives</i> | 4 |
| 2.2 <i>Assumptions and Constraints</i> | 4 |
| 2.3 <i>Project Deliverables</i> | 4 |
| 3. Project Organization | 4 |
| 3.1 <i>Organizational Structure</i> | 4 |
| 3.2 <i>Roles and Responsibilities</i> | 4 |
| 4. Management Process | 4 |
| 4.1 <i>Project Estimates</i> | 4 |
| 4.2 <i>Project Plan</i> | 4 |
| 4.2.1 Phase and Iteration Plan | 5 |
| 4.2.2 Releases | 5 |
| 4.2.3 Project Schedule | 5 |
| 4.2.4 Project Resourcing | 5 |
| 4.3 <i>Project Monitoring and Control</i> | 5 |
| 4.3.1 Reporting | 5 |
| 4.3.2 Risk Management | 5 |
| 4.3.3 Configuration Management | 6 |

| | |
|---------------------------|------------------|
| Senozza | Version: 1.0 |
| Software Development Plan | Date: 09/11/2022 |
| <document identifier> | |

Software Development Plan

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1. Introduction

- The purpose of this software development plan is to define the development activities in terms of the phases and iterations required for implementing an online question-and-answer website, which includes: A user-friendly interface, a forum for questions, and a way to communicate for students and instructors.

2. Project Overview

2.1 Project Purpose, Scope, and Objectives

Purpose:

- Create a website for university students and instructors. This website can serve as a question-and-answer forum for many students in Vietnam.

Scope:

- In this project, we just focus on the creation of a website for university students and instructors in Vietnam.

Objectives:

- A user-friendly interface
- High performance despite high loads
- Make sure all functions of our programs work correctly and smoothly
- Ensure that the app can be finish in a short period of time

2.2 Assumptions and Constraints

- Project has a fixed schedule of 12 weeks
- Zero-budget project
- Project has 5 people, there will be no more people added during the project.

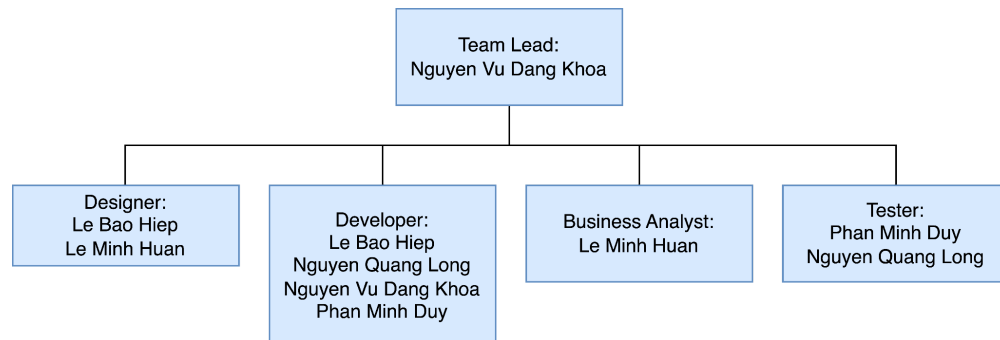
2.3 Project Deliverables

- Gantt Chart (12/11/2022)
- Use case model (14/11/2022)
- Work Breakdown Structure (17/11/2022).
- Use-case specification (24/11/2022)
- Database design (24/11/2022)
- Web interface design (27/11/2022)
- Web structure design (27/11/2022)
- Test cases (1/1/2023)
- Final test cases (7/1/2023)
- Official Releases (14/1/2023)

| | |
|---------------------------|------------------|
| Senozza | Version: 1.0 |
| Software Development Plan | Date: 09/11/2022 |
| <document identifier> | |

3. Project Organization

3.1 Organizational Structure



3.2 Roles and Responsibilities

| Person | Role |
|---------------------|-------------------------------|
| Nguyen Vu Dang Khoa | Team Lead, Developer |
| Le Bao Hiep | System Designer, Developer |
| Nguyen Quang Long | Developer, Tester |
| Phan Minh Duy | Developer, Tester |
| Le Minh Huan | UI Designer, Business Analyst |

4. Management Process

4.1 Project Estimates

-We will need at least 10 weeks to work and complete our project. The budget for our project must be at least \$30000. Five people will work together for 200 hours or more to complete all tasks in this project.

4.2 Project Plan

4.2.1 Phase and Iteration Plan

| Task | Start | End |
|--|------------|------------|
| Inception phase: Define general features and tasks for our projects | 20/10/2022 | 27/10/2022 |
| Elaboration phase: In this phase, we will complete our interface design for our web by using Figma. We will construct core features of our web such as: database, login, register account, create courses, create classes,... Moreover, we will deeply analyze our design in order | 28/10/2022 | 30/11/2022 |

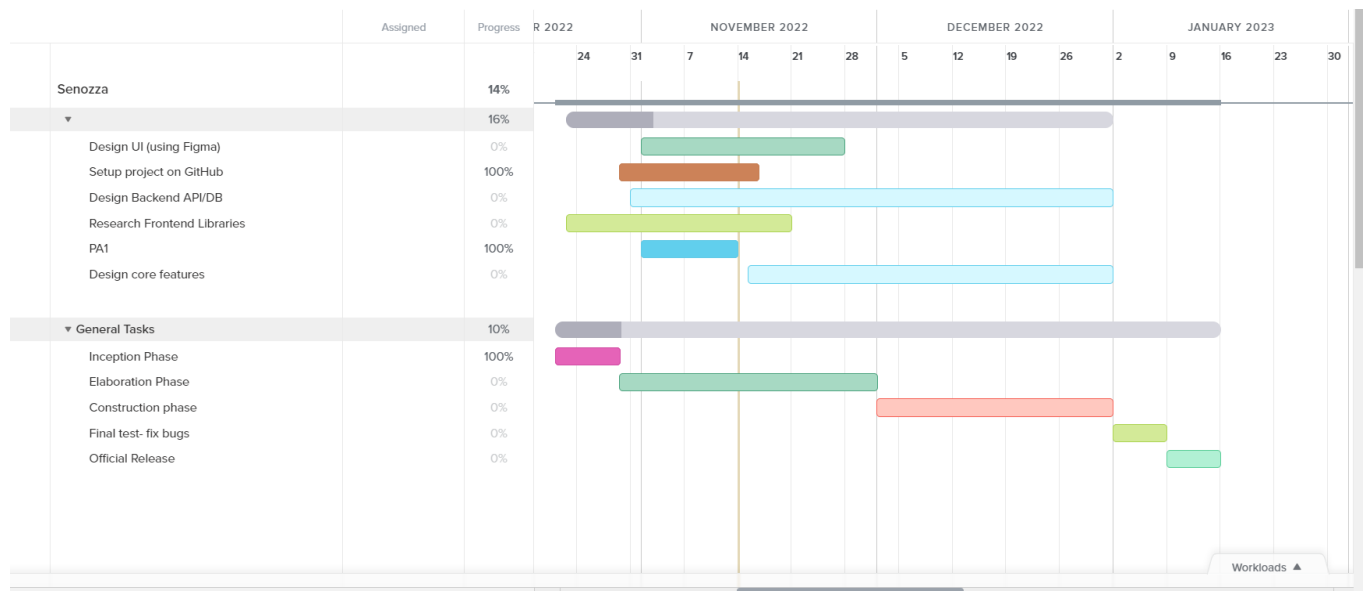
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|---------------------------|------------------|
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| <document identifier> | |

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| to use only one main design of our web for the rest of our project. All core features of our web will help us develop advanced futures easier. | | |
| Construction phase: All advanced features of our web will be completed. The first version for testing will be released. | 1/12/2022 | 31/12/2022 |
| Final test- fix bugs: In this period, we will invite some supporters to use our web and they will report each bug for us in order to enhance the performance of our project. Tester and developer will work together at this period in order to fix all bugs within the shortest time. | 1/1/2023 | 7/1/2023 |
| Official releases, deploy the websites, collect feedback from the users and the lectures. | 8/1/2023 | 14/1/2023 |

4.2.2 Releases

- The first version of our project (containing the basis functions) will be released on 30/11/2022
- The second version including all advanced features of our project will be released on 31/12/2022
- Official version of our project will be released on 8/1/2023, this is the final version of our project,

4.2.3 Project Schedule



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|---------------------------|------------------|
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4.3 Project Monitoring and Control

4.3.1 Reporting

- *Weekly Report*
- *Weekly Scrum*
- *Sprint Review*
- *Planning minutes*

4.3.2 Risk Management

| Risk ID | Risk Description | Probability | Impact | Priority | Mitigation Strategy or Contingency Plan |
|---------|--|-------------|--------------|----------|---|
| 1 | The time to develop some features was not accurately estimated. | Frequently | Catastrophic | 8100 | |
| 2 | Incompetent team members. | Frequently | Serious | 6750 | |
| 3 | Team members do not understand the code of other teammates. | Occasional | Moderate | 2500 | |
| 4 | The feature is too hard, our team don't have enough time to complete | Seldom | Serious | 1875 | |
| 5 | The team leader is sick and the project was delayed. | Seldom | Moderate | 1250 | |
| 6 | Some team members cannot install essential programs for doing the project. | Seldom | Moderate | 1250 | |
| 7 | Risk happens when using a crack version of the program. | Seldom | Moderate | 1250 | |
| 8 | Code changes lead to serious bugs. | Unlikely | Catastrophic | 900 | |
| 9 | Changes the idea suddenly | Unlikely | Catastrophic | 900 | |
| 10 | Someone is expelled from school and the number of team members is decreasing. | Unlikely | Catastrophic | 900 | |
| 11 | Someone uses code which is copied from the Internet and the teacher detects this work as plagiarism. | Unlikely | Catastrophic | 900 | |

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| 12 | While coding through half of the project, libraries for some dependencies are outdated, some functions are deprecated. | Unlikely | Serious | 750 | |
| 13 | Disagreement in designing systems. | Seldom | Insignificant | 625 | |
| 14 | Some teammates join the meeting late. | Seldom | Negligent | 250 | |

4.3.3 Configuration Management

- Google Drive for storing and sharing documents (e.g. meeting notes, project proposal, project plan, vision document)
- Git and GitHub for managing source code and related files.
- Trello for time scheduling and task management.
- Figma for designing interfaces.